* List the access method on Memory?

Each memory type, is a collection of numerous memory locations. To access data from any memory, first it must be located and then the data is read from the memory location. Following are the methods to access information from memory locations:

1. **Random Access**: Main memories are random access memories, in which each memory location has a unique address. Using this unique address any memory location can be reached in the same amount of time in any order.
2. **Sequential Access**: This methods allows memory access in a sequence or in order.
3. **Direct Access**: In this mode, information is stored in tracks, with each
4. **Associative:** That enables one to make a comparison of desired bit location instead of the address and this method is different from the previous methods, each site has its own work and thus the recovery time is fixed and separate from the site.

* Write notes about “Word” on Memory?

Word the “natural” unit of organization of memory. The size of a word is typically equal to the number of bits used to represent an integer and to the instruction length. Unfortunately there are many exceptions, the cray90 has a 64-bit word length but used a 46-bit integer representation

* Write notes about Memory hierarchy?

In computer architecture, the memory hierarchy separates computer storage into a hierarchy based on response time. Since response time,

Complexity and capacity are related, the levels may also be distinguished by their performance and controlling technologies. Memory hierarchy affects performance in computer architectural design, algorithm predictions, and lower level programming constructs involving locality of reference.

Designing for high performance requires considering the restrictions of the memory hierarchy, i.e. the size and capabilities of each component. Each of the various components can be viewed as part of a hierarchy of memories (m1, m2,..., m n) in which each member mi is typically smaller and faster than the next highest member mi+1 of the hierarchy. To limit waiting by higher levels, a lower level will respond by filling a buffer and then signaling for activating the transfer.

* Properties of the technologies in the memory hierarchy
* Adding complexity slows down the *memory hierarchy*.
* C M O x memory technology stretches the Flash space in the memory hierarchy
* One of the main ways to increase system performance is minimizing how far down the memory hierarchy one has to go to manipulate data.
* Latency and bandwidth are two metrics associated with caches. Neither of them is uniform, but is specific to a particular component of the memory hierarchy.
* Predicting where in the memory hierarchy the data resides is difficult

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